SNS-WH-USA

WOLFCHILD™

INSTRUCTION BOOKLET

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WOLFCHILD™

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INTRODUCTION

Sometime in the future...

For three decades, Kal Morrow has been regarded as one of the world's leading scientists, pushing back the barriers of biogenetic research with a force that few have equalled.

His many medical breakthroughs have resulted in the eradication of several major fatal diseases and have increased human longevity by over forty years.

His research has had far reaching effects, touching the areas of agriculture, deep sea and space exploration, sport and military technology.

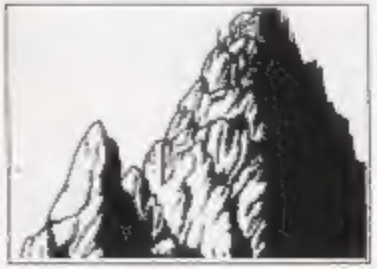
For the past five years, Morrow has worked for the government, perfecting advanced gene splicing techniques which allow the alteration of the human form in ways never before imagined.

In particular, he has worked on the development of psychic powers such as telekinesis and levitation, and the combination of human and animal physiology to create a new breed of lifeform:

A perfect war machine; augmented by animal instinct, within a body that is immune to pain and capable of incredible feats of physical strength and psychic power.

Totally adaptable to its environment, a force of such warriors would be unstoppable.

Morrow's research has been conducted at the Keppler Observatory, on a remote island somewhere in the Southern Pacific.



His location has been kept secret due to the sensitive nature of his work, and because of it his family, his wife and their two sons, have lived with him under constant guard.

However, not long ago his whereabouts were uncovered by the international terrorist organization CHIMERA.

Lead by the fanatical Karl Draxx, a confirmed sociopath possessing natural telekinetic abilities, CHIMERA has perpetrated many acts of terrorism throughout the world.

Analysis of Draxx's own persona and the nature of these incidents has lead experts to one conclusion - that through CHIMERA, Draxx is pursuing his own megalomaniac fantasy of world domination.

Until recently it was never believed that Draxx could ever realize his dream.

Thirty six hours ago CHIMERA made an attack on the Keppler Observatory and kidnapped Kat Morrow.

The attack was swift and totally overwhelmed Morrow's security force.

There were no survivors.

Morrow's wife and eldest son were brutally murdered before his eyes.

At the time of the attack, Morrow's youngest son Saul was at sea conducting oceanographic research for his father.

But, by the time he had reached the island, CHIMERA had long gone, leaving the observatory in ruins.

Frantically he searched for his family, finally discovering his mother's body slumped in a hallway.

Through tears of grief and anger he clutched her broken form, swearing vengeance on the perpetrators of this terrible act.

Making his way to his father's secret laboratory, concealed deep below the island, he reviewed security tapes of the attack.

His rage grew as he watched his father being dragged away helpless, his family slaughtered in full view of the camera's impassionate gaze.

There was no choice.

Saul was going to rescue his father and seek vengeance on CHIMERA.

But, although he was a considerable athlete, he was no match for them.

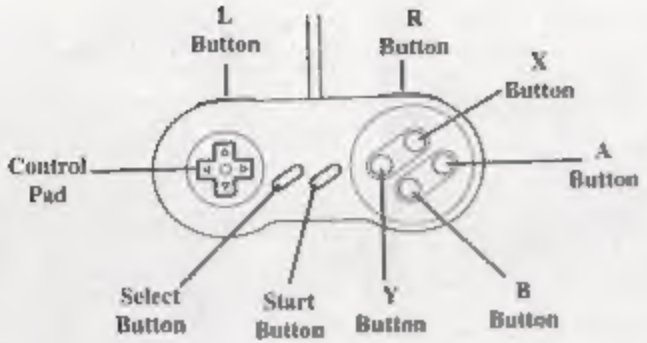
Unless he make himself so.

Accessing his father's computer files he uncovered PROJECT WOLFCHILD - a genetic program designed to create a lycanthropic warrior.

A human with the ability to transform into a powerful man-wolf with awesome psychic powers.

With such strength, he would have a fighting chance.

Activitating the program, he stepped into the transmutation booth...



CONTROLLER OPERATION

- Press the Start button to pause the game; press again to resume play.
- Press the Y Button to punch in human mode and to fire energy weapons in wolf mode
- Press the B Button to jump.
- Press the A Button to detonate a Smart Bomb.
- Press the X Button to change the active energy weapon in wolf mode. You must pick up an energy weapon power-up in order to change your weapon. Once you have collected a weapon, it will always be available to you when in wolf mode.
- Press the START button first, then the A & B buttons simultaneously to activate the restart option, where you will lose a life and restart at your last continue point.

OPTIONS

At the Options screen, you can adjust the difficulty level of the game, listen to any of the game's music and alter the button configuration of the SNES controller.

Press up or down on the control pad to highlight your choice and then press left or right on the control pad to alter any of the default selections.

PLAYING WOLFCHILD

The game starts with Saul in his human form teleporting aboard the deck of a giant flying galleon en route to CHIMERA'S base.

As the game progresses he will change between his human and man-wolf forms, battling the might of CHIMERA'S forces.

Making his way to the base's command center, he will meet the evil Draxx in a confrontation to the death.

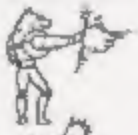
RESTART OPTION

Use the restart option if you become stuck or if you would like to give up. Press the START button to pause the game, and then the A & B buttons simultaneously to restart at your last continue point. Using the restart option will cause you to lose one life.

Press the control pad to the left and right to make Saul run left or right.

Press the control pad up to make Saul jump. Pressing left or right on the control pad while jumping or falling will drift Saul in that direction.

Press down on the control pad to make Saul crouch. While crouching, press the control left and right to make Saul face that direction.



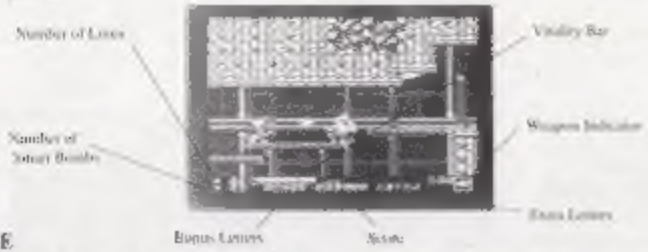
Pressing and releasing the Y button will make Saul punch (in his human form) or fire a psychic weapon (in his man-wolf form).

Pressing and holding the fire button will make Saul throw a smart bomb to the floor, should he be carrying any (as displayed by the smart bombs indicator).

Because of his extra power in his man-wolf form, Saul is able to smash away certain parts of the landscape by landing on them with his full weight.
This ability allows Saul to uncover secret areas by breaking away the floor beneath him.

SCREEN DISPLAY

Located below the game screen are a number of indicators which display information relevant to your game.



SCORE

This is located in the middle of your display.
It shows your current score, awarded for collecting certain bonuses and dispatching CHIMERA'S evil warriors.

VITALITY BAR

This is located in the top center of your display.
The function of this bar is central to the game and determines Saul's current form.
It is therefore very important to understand how this indicator operates.
When the game commences, Saul is in his human form, and the vitality bar is filled up to the maximum for Saul's human form.
Should you, by the collection of vitality bonuses fill up the vitality bar beyond this limit, Saul will transform into his man-wolf form.
Saul will then stay in his man-wolf form until the vitality bar has been degraded (by taking hits from enemy weapons and punches) to below the limit.
At that point he will transform back into his human form, until enough vitality bonuses can be collected to make him transform into his man-wolf form again.
Should Saul suffer enough hits to empty the bar, then Saul will lose a life. He will start his next life in human form with the maximum vitality for his human form.
The maximum length of the bar may be extended by the collection of EXTEND bonuses throughout the game.
By increasing the portion of the bar in which Saul is in his man-wolf form, he can take more hits.

LIVES

The lives icon is located at the top left of your display.
The icon displays Saul's current form, and the number next to it shows how many remaining lives he has.

BONUSES AND EXTRA LETTERS

These are located at the bottom of your display around the score.
Collected letters are highlighted.

WEAPON INDICATOR

This is located at the far right of your display.
The icon represents Saul's current weapon and the number of shots he has left.
In human form the icon depicts a fist since he is unarmed as a human, and the shots indicator is empty.
In man-wolf form, the icon depicts his current psychic weapon.

SMART BOMBS

This is located at the bottom left of your display.
The number indicates the number of smart bombs Saul is currently carrying.
They can be collected as bonuses during the game.

COMBAT

In his human form Saul must fight his enemies with his bare hands,
as displayed as a fist in the weapon indicator.
However, there are 8 different psychic weapons that Saul may use in his man-wolf form.

1. Basic
Every time Saul transforms into his man-wolf form he is given an unlimited supply of the basic weapon.
The weapon itself fires horizontally taking a single hit on anything it collides with.
In addition to his basic firepower, Saul may collect bonuses in his man-wolf form which give him the ability to boost his psi power, and enable him to use the following weapons for a limited number of shots.
• It should be noted that when any of the following weapons run out of power (all of them have a limited supply), Saul's weapon will return to having basic fire power only.

2. Dual Shot
This weapon has a limited supply, but allows Saul to fire faster in his man-wolf form.
The dual shot fires horizontally, taking a single hit on anything it collides with.

3. Arc Shot
This weapon travels according to an arced path, and is ideal for hitting enemies that are diagonally below Saul.
Saul has a limited supply of these, which take a single hit on anything it collides with.

4. Flamer
This weapon travels horizontally, taking multiple hits on anything it touches.
It can only be stopped by contact with pieces of solid landscape, as it will smash through any breakable pieces of scenery it comes into contact with.

5. Homer
These home in on Saul's enemies, relentlessly pursuing them around the screen until they are hit, or until the weapons themselves crash into the scenery.
Should an enemy be dispatched before the homing bullet reaches him, the bullet will find a new target to destroy until it is itself destroyed.

6. Plasma Ball
This takes quadruple hits on enemies that it hits.
It zigzags slowly across the screen until it is stopped by the landscape.

7. Three Way
This weapon fires a spread of three individual bullets which take single hits and is stopped by colliding with the scenery.

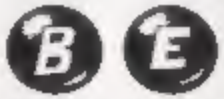
8. Boomer
This weapon swirls around Saul's body, taking a double hit on anything it collides with.

SMART BOMBS
These are collected as bonuses, and have a limited supply as displayed by the Smart Bomb indicator.
When Saul throws a smart bomb at the floor below him, it will shatter, triggering a massive burst of energy which takes ten hits on every enemy on-screen at the time the explosion occurs.
A smart bomb will not activate if it does not shatter, so you must be careful to choose where you throw them.

BONUSES AND COLLECTIBLES
These may be collected throughout the game and appear dotted around the landscape, hidden behind breakable scenery or in the secret bonus areas.
They can be invisible, are scattered throughout the game and require a hit from Saul's fist or his man-wolf form's psychic weapons to make them appear.
However, such collectibles will only appear for a limited time, so it is important to collect them before they disappear permanently.
With so many hidden objects throughout the game, it is vital to explore everything.
Check out anything that appears slightly out of place, and don't forget to make Saul jump up and down on floors in his man-wolf form. They are not always what they seem.

Points bonuses
Point bonuses are awarded in increments of 100, 200, 400, and 1000 points (Chrome) and 2000 and 4000 points (gold).

BONUS and EXTRA letters
Collecting these updates the BONUS and EXTRA letters indicators on the bottom left of the display.
By collecting enough letters to complete either word you will be awarded with a special bonus.
Completion of BONUS awards you with 20,000 points, completion of EXTRA awards you with an extra life.



Vitality bonuses
Collecting these replenishes 1 or 2 points of extra vitality.

Vitality Replenish bonuses
Collecting these replenishes the entire vitality bar to its maximum.
Should Saul be in human form when a vitality replenish bonus is collected he will always transform into his man-wolf form with maximum vitality.

EXTEND bonus
Collecting an extend bonus increases the maximum length of the vitality bar by one point.

Shield bonus
Collecting these gives Saul a limited period of invulnerability.
While he is invulnerable, he is encased in a spinning shell of psi power that shields him from being hit by his enemies.

Weapons bonuses
With Saul in his man-wolf form, weapons bonuses appear with an icon in their center.
Collecting them awards Saul with a limited supply of the weapon as indicated by the icon.

Weapon bonuses appear as shown:
Dual Shot, Arc Shot, Flamer, Homer, Plasma Ball, Three Way, Boomer

If Saul is in his human form, weapon bonuses appear without the icon and may be collected for 400 points.
Should Saul transform with a weapons bonus on screen, the bonus will change too to reflect his new form.

Smart Bomb
Collecting these increases the number of smart bombs Saul is carrying.

Restart bonus
When Saul loses a life, he is returned to the start of the level, or to the position of the last restart bonus he collected before dying.
In order to prevent being returned to the beginning of a level each time Saul loses a life, seek these bonuses out, they are very important to you.

LEVELS

You must guide Saul through 5 levels encompassing over 400 screens on his way to the final confrontation with Draxx..
Should you successfully defeat Draxx and his evil forces, then you will free his father and have avenged the deaths of his family.
On his quest, Saul will fly aboard a giant battle cruiser on its way to CHIMERA'S base (level 1), coming face to face with their airborne assault squads and deadly bird mutations created using Kal Morrow's captured knowledge.
Level 2 takes Saul into the jungle.
Amidst incredibly tall trees and hostile plant life Saul battles though CHIMERA'S ground forces, meeting bizarre lizard mutants and a creature that possesses the chameleon's ability to merge with its surroundings before striking out with lethal force.
Level 3 is underground in the insect infested temples that once belonged to a forgotten civilization.
In this level you will fight giant mutated insects and will certainly need your wits about you, as you have to deal with the ancient traps and mechanisms that have been waiting for centuries to stop the unwary.
You then make your way upwards, to level 4 aboard a giant cargo elevator and into CHIMERA'S base.
Once there you will have to struggle along walkways and gantries, battling against fish mutants and the most hideous of CHIMERA's deadly experiments.
From there, it is level 5, the inner core of the base, a confrontation with Draxx, the outcome of which only you can decide...

CREDITS

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